



WIDTH HEIGTH MTS ENEMY-IMG TANK-IMG

Constant:

MTS
ENEMY-IMG
TANK-IMG
TANK-Y-POS
TANK-SPEED
ENEMY-SPEED
ENEMY-TOTAL
PJT-IMG
PJT-SPEED

Changing:

Enemy Projectil GST

x-pos
y-pos
angle

x-pos
y-pos
angle

x-pos
y-pos
y-pos
angle

Big-Bang

on-tick on-draw on-key

NOTE:

- Remove all killed enemies from list
- Remove all projectile from list after PJT-y-pos > HEIGHT

Tank:

x-pos

dx